

1. Fast and points

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CoF	Comstock - Short	Points	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	11.76%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline Strong hand only.
Starting position	Anywhere. Demonstrated by RO
Firearm ready condition	Loaded and holstered. PCC opt 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm, but 20 degrees over horizontal when reloading
Setup notes	

2. Remember

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CoF	Comstock - Medium	Points	115 p
Targets	10 paper, 3 popper, 4 no-shoot, Total 13 targets	Min rounds	23
Firearm	Handgun	Match-%	22.55%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Anyware in stage
Firearm ready condition	Unloaded and holstered. PCC option 3. pcc rifle on kabel trommel and magasin on the other trommel. Just for pcc.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm, but 20 degrees over horizontal when reloading
Setup notes	

3. The long way

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CoF	Comstock - Long	Points	160 p
Targets	13 paper, 6 popper, 1 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	31.37%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Black and yellow = up to infinitiv. Tirethreads on ground = faultline
Starting position	Anyware Demonstrated by RO
Firearm ready condition	Loaded and holstered. PCC opt 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Wooden box on ground, R: Wall when facing berm to end of wall/road start, V: Top of berm, 20 degrees over horizontal when reloading
Setup notes	

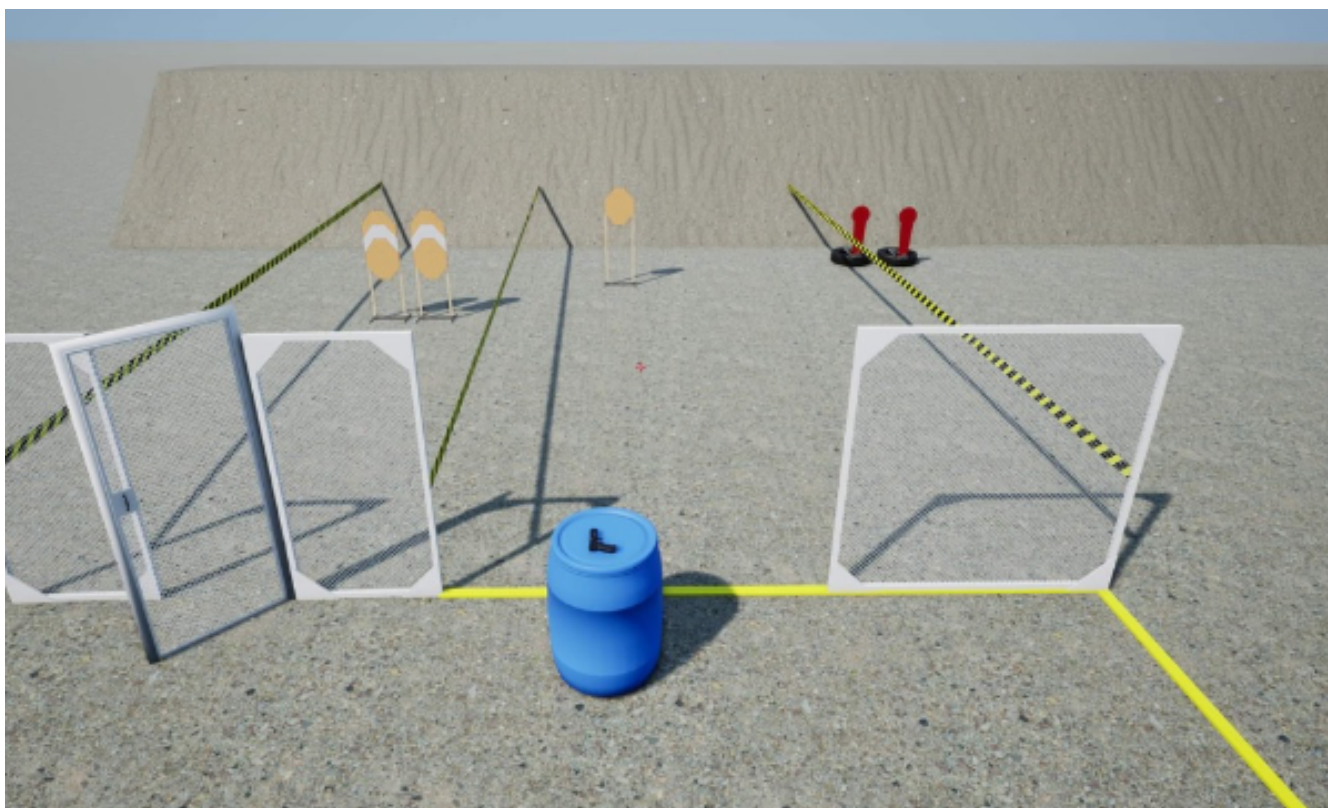
4. Go fast

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CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	22.55%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads/sticks on ground = faultline
Starting position	Anyware Demonstrated by RO
Firearm ready condition	Loaded and holstered. PCC opt 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

5. Mind fuck



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	11.76%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads/sticks on ground = faultline Må gå igjennom dør før skyte på skivene.
Starting position	Anywhere.
Firearm ready condition	Loaded on barrel
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	